

**Amendments to the Claims**

1. (Original) A method of reliably discovering devices and services with ad-hoc and server-based operation in a network environment of devices acting as discovery clients and discovery responders, the method comprising:

detecting by a discovery client whether a discovery server is present;

in a detected absence of any discovery server, conducting discovery by the discovery client as a multicast operation;

in a detected presence of any discovery server, suppressing by the discovery client of its multicast operation and conducting discovery by the discovery client directed to the detected discovery server; and

continuing by the discovery responders to respond to multicast discovery regardless of the presence or absence of the discovery server in the network environment.

2. (Original) The method of claim 1, wherein the detecting comprises sending by the discovery client of a discovery query as a multicast operation to find any discovery server in the network environment.

3. (Original) A method of reliable multicast suppression in service discovery on ad-hoc networks, comprising:

sending a multicast discovery query for discovery servers by a discovery client on a network to find any discovery server present within a scope on the network;

receiving by the discovery client any response to the multicast discovery query;

upon receiving a response of a discovery server to the multicast discovery query, suppressing sending further multicast discovery queries for device services by the discovery client and sending further discovery queries for device services by the discovery client directly to the discovery server, while the discovery server remains present on the network; and

in absence of any response to the multicast discovery query, sending the any further discovery queries for device services by the discovery client as multicast discovery queries on the network.

4. (Original) The method of claim 3, wherein discovery responders continue to respond to multicast discovery queries for device services matching the respective discovery responders from the discovery client irrespective of the discovery server being present on the network.

5. (Original) A computing device operating as a discovery client in a network architecture for a discovery protocol capable of ad-hoc and server-based operation, the computing device comprising:

a memory storing software programming for an ad-hoc discovery protocol; and

a processor operating to execute the software programming in the memory;

wherein the software programming comprises:

programming code for switching the discovery client between server-based and ad-hoc discovery modes when a discovery server is determined to be present or absent, respectively, in a network in which the computing device is operating;

server-based discovery mode programming code for sending discovery queries of the discovery client directly to the discovery server determined to be present in the network; and

ad-hoc discovery mode programming code for sending discovery queries of the discovery client as a multicast transmission to discovery responders in the network.

6. (Original) The computing device of claim 5, wherein the software programming further comprises programming code for detecting the presence or absence of a discovery server in the network.

7. (Original) The computing device of claim 6, wherein the programming code for detecting comprises programming code for sending a multicast discovery query to find discovery servers present in the network.

8. (Original) A computer-readable media having computer-readable software programming thereon for executing on a discovery client in a network architecture of a discovery protocol capable of server-based and ad-hoc discovery, the software programming comprising:

programming code for switching the discovery client between server-based and ad-hoc discovery modes when a discovery server is determined to be present or absent, respectively, in a network in which the computing device is operating;

server-based discovery mode programming code for sending discovery queries of the discovery client directly to the discovery server determined to be present in the network; and

ad-hoc discovery mode programming code for sending discovery queries of the discovery client as a multicast transmission to discovery responders in the network.

9. (Original) The computer-readable media of claim 8, wherein the software programming further comprises programming code for detecting the presence or absence of a discovery server in the network.

10. (Original) The computer-readable media of claim 9, wherein the programming code for detecting comprises programming code for sending a multicast discovery query to find discovery servers present in the network.

11. (Original) A distributed system of networked computing devices compliant with an ad-hoc service discovery protocol, the distributed system comprising:

at least one networked computing device operating as a discovery client according to a network architecture of the ad-hoc service discovery protocol, the discovery client having a server-based discovery mode and an ad-hoc discovery mode, the discovery client operating to determine whether any discovery server is present or absent in a network and switch to the server-based discovery mode or ad-hoc discovery mode, respectively, according to the determination, the discovery client operating in ad-hoc discovery mode to send discovery queries as multicast transmissions and operating in server-based discovery mode to suppress multicast transmission of discovery requests by the discovery client; and

at least one networked computing device operating as a discovery responder according to the network architecture of the ad-hoc service discovery protocol, the discovery responder

operating regardless of presence or absence of a discovery server in the network to respond to multicast transmissions of discovery queries matching the discovery responder.

12. (Original) The distributed system of claim 11 wherein the discovery client has a configured mode, the discovery client operating in the configured mode to suppress multicast transmission of discovery requests by the discovery client and send such discovery requests directly to a specified discovery server specified in its configuration.

13. (Original) The distributed system of claim 11 wherein the discovery responder has a configured mode, the discovery responder operating in the configured mode to suppress response to multicast transmission of discovery requests.

14. (Original) A method of discovering device services in ad-hoc and server-managed networks of computing devices, the method comprising:

when connected in an ad-hoc network, sending discovery queries as a multicast transmission from a discovery client computing device; and

when connected in a server-managed network having a discovery server, sending discovery queries from the discovery client computing device as a directed transmission to the discovery server using a networking protocol that guarantees message delivery.

15. (Original) The method of claim 14 further comprising:

responding to discovery queries received as multicast transmissions by a computing device that match device services of the computing device regardless of whether connected in the ad-hoc or server-managed network.

16. (Original) The method of claim 14 wherein the networking protocol is the transmission control protocol (TCP).

17. (Original) A computer-readable media having a software program thereon executable on a computing device to perform a method of discovering device services in ad-hoc and server-managed networks of computing devices, the method comprising:

when the computing device is connected in an ad-hoc network, sending discovery queries as a multicast transmission from the computing device; and

when the computing device is connected in a server-managed network having a discovery server, sending discovery queries from the computing device directly to the discovery server using a networking protocol that guarantees message delivery.

18. (Original) The computer-readable media of claim 17 wherein the networking protocol is the transmission control protocol (TCP).

19. (Original) A computing device for discovering device services in ad-hoc and server-managed networks of computing devices, the method comprising:

means for, when connected in an ad-hoc network, sending discovery queries as a multicast transmission from a discovery client computing device; and

means for, when connected in a server-managed network having a discovery server, sending discovery queries from the discovery client computing device as a directed transmission to the discovery server using a networking protocol that guarantees message delivery.

20. (Original) The computing device of claim 19 wherein the networking protocol is the transmission control protocol (TCP).

21-55. (Canceled)